

A-PLAYER FOOTBALL™

SELF-TEST PROCEDURE

IMPORTANT NOTE TO OPERATORS:

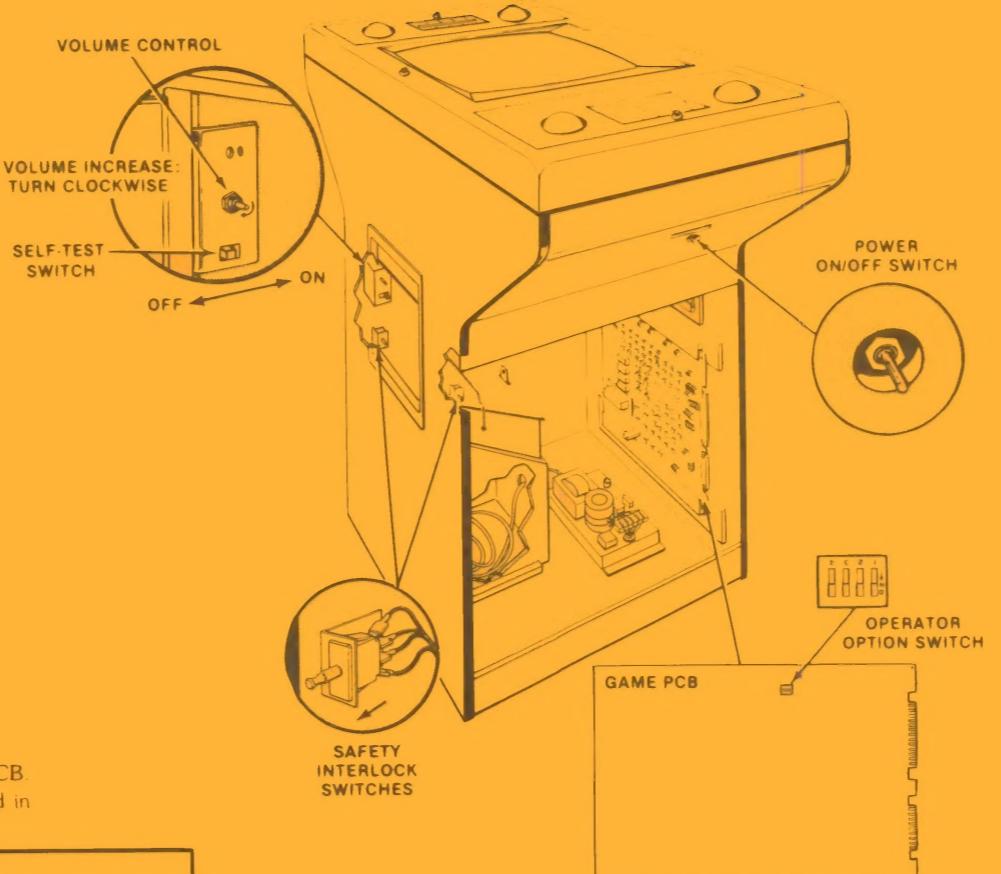
If the operation, maintenance and service manual was not included in this game when you unpacked it, contact your distributor to get a copy. (All Atari and Kee Games manuals for coin-operated games also include a complete illustrated parts catalog.)

Option Switch Settings

To change the toggle positions of the switch assembly, you need not remove the PCB. The switch, usually colored blue, is easily accessible when the PCB is left mounted in place.

Switch Setting of 4-Toggle DIP Switch (on game PCB)				Result	Display During Self-Test
4	3	2	1		
	Off	On		70 seconds per coin 90 seconds per coin \$	F N
	On	Off		1-coin minimum 2-coin minimum + \$	N F
On	On			Right coin mechanism (as you face the game) registers: 1 unit of time per coin 4 units of time per coin 5 units of time per coin 6 units of time per coin	N N N F F N F F
Off	Off			(Left coin mechanism always registers 1 unit of time per coin)	X X X X

Xs represent switch numbers 4,3,2,1 on the 4-toggle DIP switch, namely N = on, F = off.
\$ Indicates recommended settings.
† Game time is shown after one coin, but the controls are inactive until the second coin is inserted.



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Instruction	Result if Test Passes	Result if Test Fails
1. RAM AND ROM TEST	TV monitor displays ROM OK RAM OK	BAD RAM and/or BAD ROM will be displayed on the monitor
	Set self test slide switch to the on position (located below the volume potentiometer, immediately behind and to the left of the coin door).	
2. SCROLLING PLAYFIELD TEST	The screen displays a scrolling playfield with the letters ABCDEFGHIJKLMNOPMLKJIHGFEDCBA. The playfield scrolls towards the pressed button. Release the button and the playfield will freeze.	No playfield scrolling motion
3. TRAK BALL TEST	An L-shaped arrow pointing towards that Trak Ball will move around the entire playfield exactly as you move the control.	The appropriate arrow does not move in the same direction as the Trak Ball
4. AUDIO, SWITCH AND LAMP TEST	Each switch activation (closed or open) enables a different set of arrows to move for all 4 Trak Balls. A press/release/press/release series will cycle thru all 4 arrows of each Trak Ball.	No crowd sound: indicates bad sound circuitry, loose speaker wires, bad switch circuitry, or volume control turned all the way down
	Background crowd sound increases in volume, the more switches you hold down simultaneously.	Crowd sound does not increase or no beep sound: indicates a bad switch.
5. OPTION SWITCH DISPLAY	Each pressed switch generates 2 beeps - one beep when pressed and a second beep when released. All incandescent lamps are lit (LEDs remain dark).	Either some or all lamps are dark (burned out).
	A combination ofNs and Fs is displayed under the ROM message. This indicates how the option switches have been set on the game PCB. See the Option Switch Settings list for how to set your 4-Player Football game to its various options.	N or F does not match actual DIP switch setting. Indicates a game circuitry malfunction.